

HOW TO PLAY JUMP/START

JUMP INTO YOUR MAGIC: THE GATHERING JOURNEY...

Jumpstart is a quick and easy way of getting straight into battle, using magic as you wander universes. Use Jumpstart booster packs to create 40 card decks, formed with two uniquely different themes – from merfolk to goblins, dragons to vampires.

NAVIGATING THE CARDS

THE NUMBERS IN A NUTSHELL

x2
Number of Players

20 MINS
Game Duration

40 CARDS
Deck size

20 LIFE
Life Total

DISCOVER MANA

Mana is the power you draw from your lands to cast spells. It comes in five colours, each of which originate from different lands, and represent different philosophies and play styles.



The Card Name
Sparktongue Dragon

Card Artwork

Card Type
Creature - Dragon

The Mana Cost
2 red mana plus another 3 mana any colour

Set Symbol
Jumpstart

Card Rules
Flying - Pay 2 + ⚡ to deal 3 damage

Flavour (Lore)
Fools believe that Kolaghan's...

Power / Toughness
3/3

KNOW YOUR ACTIONS



Tapping and Untapping

Tapping means you turn a card sideways to show that it's been used for the turn. When a card is tapped, you can't tap it again until it's been untapped.

Untapping means returning a card to its upright position so that you can use it again. As your turn begins, untap all your tapped cards.



Casting Spells

Each spell has a mana cost. Pay the price by tapping lands to draw the right amount and colour of mana.



Attacking and Blocking

Take down your foe by using creatures to attack and deal damage. They'll be able to summon their own creatures to block.

KICK OFF ONE-ON-ONE BATTLE WITH JUMPSTART

- Grab four Jumpstart booster packs, each containing 20 cards. You and your foe should each choose two packs, open them up, and shuffle to create two 40-card decks.
- Decide which of you will start (perhaps flip a coin) and make sure you have a way to track your life points (pen and paper never fails). The goal is to reduce your opponent's points from 20, to zero.
- Each draw your hand of 7 cards, making sure it includes a mix of cards, with at least two land cards. After the first player's first turn, both players draw a card on their turns.
- When you begin, only your deck – or library – will be on the table. As you play and take turns, the battlefield will include your lands, creatures and spells, and eliminated cards will go to the graveyard. So, it's your turn...

SO LET'S BEGIN

BEGINNING PHASE



UNTAP
Reset by untapping cards (turning them upright)



DRAW
Draw a new card from your library

MAIN PHASE 1



LAND
Play a land (one per turn)



CAST
Cast as many spell cards as you want, including creatures – as long as you can pay the mana cost

COMBAT PHASE



ATTACK
Declare which creatures you want to attack with



BLOCK
Your opponent will declare which creatures they want to block with



DAMAGE
Use power and toughness ratings to work out the damage dealt

MAIN PHASE 2



REPEAT
Repeat the main phase, casting creatures and spells. Play a land if you haven't already

END PHASE



CLEAN UP
Remove any damage from creatures that are still in play



PASS
Pass the turn to your opponent